

# Expression Blend Design, Part 2 of 3: Animation

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**Meet the expert:** David Kelley is a Silverlight MVP with over 10 years of experience building Targeted Customer eXperiences. He is currently the Principal User eXperience Architect for [wire] stone specializing in touch experiences such as digital price tags and Silverlight-based kiosks for retail. David publishes a blog called Hacking Silverlight and helps to run the Seattle Silverlight User Group and Interact Seattle, Seattle's Designer Developer Interaction Group.

**Prerequisites:** This course assumes that students have some programming experience and a background in building user interfaces on the Microsoft platform.

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**Course description:** Expression Blend makes creating simple animation easy and quickly. With this course you will be introduced to Sketchflow and Motion Studies. You will see how to use the Storyboard in Expression Blend for creating transforms and other types of Animation. Then you will see how simple animation can be created and animated using animations tools and editing XAML.

## Course outline:

### Introduction

- Introduction
- Motion and Interaction
- Why Interaction/Motion Design
- Five Dimensions
- Motion Design
- Motion Studies
- Motion Study Types and Tests
- Motion and Animation
- Summary

### Sketchflow

- Introduction
- Sketchflow Motion Studies
- Demo: Sketchflow Transitions
- Summary

### Sketchflow Continued

- Introduction
- Demo: Wiring Up Elements
- Demo: Sketchflow Paper Dolls
- Demo: More Animation
- Demo: Adding Frames
- Summary

### Motion Studies

- Introduction
- Motion Studies in Blend
- Demo: UI Element Animations
- Demo: Animation Continued
- Summary

### Storyboard

- Introduction
- Storyboard Basics
- Types of Animation

- Key Frame Animation
- Easing Conceptually
- Summary

### Animation

- Introduction
- Animation and Storyboard
- Demo: Animations
- Demo: Double Animation
- Demo: Create XAML Trigger
- Demo: Create Story Board
- Demo: Repeat Behavior
- Demo: Color Animation
- Demo: Easing
- Demo: Working in a Canvas
- Demo: Canvas.Left&.Right
- Demo: Easing Functions
- Demo: Finished Animation
- Summary

### Keyframe Animation

- Introduction
- Keyframe Animations
- Demo: Keyframe Animations
- Demo: Object for Animation
- Demo: Create StoryBoard
- Demo: Transform
- Demo: XAML
- Demo: Rotation Transform
- Demo: Animation working
- Demo: Back to XAML
- Demo: Repeat Behaviour

- Demo: Add a Button
- Demo: Add an Event
- Summary